ELECTRONIC ARTS®
P.O. Box 7578, San Mateo, CA 94403-7578

PRINTED IN JAPAN

EA SPORTS™
PRESENTS

BILL WALSH COLLEGE FOOTBALL™

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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SUPER MULTITAP™

The Super Multitap™ lets up to five players butt heads or play as teammates.

Just plug the adapter into Control Socket #2 on the Super NES, and you're ready to go.

NOTE: The Super Multitap™ is not designed for use with the Super NES Super Scope or the Super NES Mouse.

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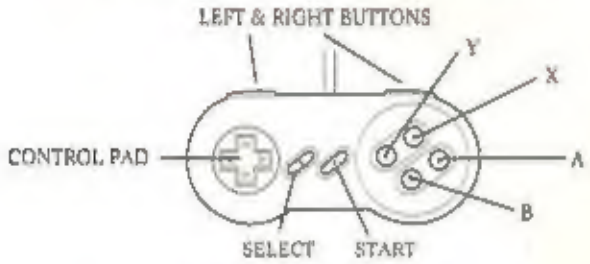
EA SPORTS

CONTROLLING THE GAME



SUPER NES Controller

PAUSING THE GAME

- Press **START**

KICKING

- Kick the ball:
  1) **B** to set the kicker in motion
  2) **B** when yellow diamond reaches top of Power Meter to kick ball

- Aim the ball: Control Pad **LEFT/RIGHT** while vertical kicking meter is in motion.

- Move the kicking team to onside formation before the kick:
  1) **A** to call an audible
  2) **A** to position team to left or **Y** to position right

- Move the kicking team back to its original formation:
  1) **A** to call an audible
  2) **B** to position team

RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Control Pad **UP/DOWN/LEFT/RIGHT:** Take control of ball carrier.

BEFORE THE SNAP

Offense

- Snap the ball: **B**

- Call fake snap signal: **X**

- Call an audible (a different play at the line of scrimmage):
  1) **A** The audible indicator appears on the screen.
  2) **A**, **B** or **Y** to select designated plays. (See Offensive Audibles on p. 15.)

- Cancel and audible: **X**

NOTE: THE BALL MUST BE SNAPPED BEFORE THE 25-SECOND PLAY CLOCK REACHES ZERO OR THE OFFENSE WILL BE PENALIZED FIVE YARDS.

Defense

- Control a different player: **B** or **X**
- Call an audible:
  1) Press **A** The audible indicator appears on the screen.
  2) Press **A**, **B** or **C** to select designated plays.

No-Huddle Offense

- Call a play in the no-huddle offense: Hold **A** after the whistle is blown. Your team lines up in the same formation and runs the play it

ran the previous down. If you want to run a different play, call an audible. (See Offensive Audibles on p. 13.)

Stop Clock Play

- Run the "QB Stop Clock" play:
  1) Hold **Y** after the whistle is blown.
  2) Press **B** to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the Control pad.

AFTER THE SNAP

Offense

Running

- Dive: **Y**
- "Umph" forward: **B**
- Spin: **A**
- Hurdle: **X**
- Change directions: Control Pad **LEFT/RIGHT/UP/DOWN**

Passing

- Call up Passing Windows: **B**
- Pass to the player in window A: **A**
- Pass to the player in window B: **B**
- Pass to the player in window Y: **Y**

Receiving

- Dive for the ball: **Y**
- Activate the receiver closest to the ball: **B**
- Jump and raise hands: **X**

Punting

1) **B** to snap the ball
2) Control Pad **LEFT/RIGHT** while meter is in motion to aim punt
3) **B** when the yellow diamond reaches the top of the Power Meter to kick ball

Defense

- Dive at ball carrier: **Y**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **A**
- Fire off the line as ball is snapped: Button **LEFT/RIGHT**

During Instant Replay

- Rewind: **Y**
- Run the tape (frame by frame): **X**
- Run the tape (normal speed): **B**
- Fast Forward: **A**
- Move the cursor that isolates the camera on one player or on one specific point on the field: Control Pad **UP/DOWN/LEFT/RIGHT**

- Rotate field and players: Button **LEFT/RIGHT**

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"I like the game to be a historical event. With the long standing rivalries, there is a history to each and every game."

-Bill Walsh on College Football

STARTING THE GAME

1. Flip OFF the power switch on your Super Nintendo Entertainment System.

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON.

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2. Make sure a Controller is plugged into the Controller Socket 1 on the Super NES.

If you're playing against a friend, plug the other Controller into Controller Socket 2.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

The EA Sports and High Score logos appear. If you don't see them, begin again at step 1.

5. When Coach Walsh's picture appears, press **START** to bring up the *Game SetUp* screen.

SETTING UP THE GAME

Game Set-up Screen

Use the Game Set-Up screen to customize your contest.

- Cycle through options: Control Pad **UP/DOWN**.
- Cycle through choices for the selected option: Control Pad **LEFT/RIGHT**.

(Defaults in **Bold** type)

GAME

REGULAR GAME: Play against the computer or a friend. Stats and records don't count.

NEW SEASON: (Available only for 1993 teams) Play a season from beginning to end. Play one or all of the games and take any team to the National Championship.

PLAYOFFS:

1993 Playoffs:	12 1993 Teams
All Time Playoffs:	12 National Championship Teams from the '70's, '80's and '90's.

To learn more about the playoff tournament, turn to ENTERING THE PLAYOFFS on page 27.

RESTORE PASSWORD: Resume a season or tournament in progress at the next scheduled game. (You must have already won a tournament game or have played a season game to select this mode.) *Turn to Restoring Season and Playoff Standings on p. 30 to learn more about restoring a season or playoff.*

HOME

Select the team playing for the home crowd.

VISITOR

Select the visiting team.

NOTE: WHEN YOU'RE PLAYING IN A TOURNAMENT, THE COMPUTER DECIDES WHICH PLAYER IS THE HOME TEAM.

QUARTER

15 MINUTES
5 MINUTES
10 MINUTES

WEATHER

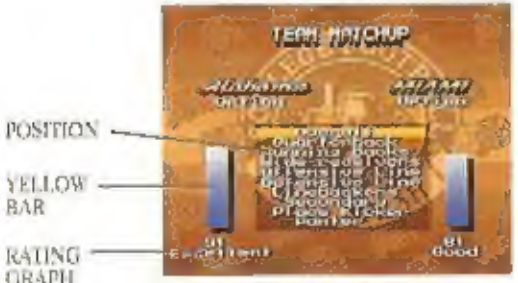
FAIR
WIND
RAIN
SNOW
NIGHT
VARIABLE

When you've set up the game to your liking, press **START**.

The PLAYER SELECT screen appears.

Player Select Screen

- Players select your teams. Control Pad **LEFT/RIGHT** to move the controller icon (on the screen) under the team of your choice. Press **START** to exit.



Scouting Report

PLAYING A REGULAR GAME

THE SCOUTING REPORT

When you exit the *player select* screen, the scouting report appears. Here both teams are compared in nine major areas. The higher the yellow bar in a team's rating graph, the more talent the team has in that area. Press **START** to go to the Coin Toss.

COIN TOSS/WIND

Coin Toss

Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive, and the loser must choose which goal his team will defend in the first half. Press the Control Pad LEFT/RIGHT before the coin hits the ground to toggle between heads and tails.

Wind Direction Screen

If you lose the toss, you must choose a goal to defend. Look at the wind sock to see which direction (if any) the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that

the wind blows with the same force and in the same direction for the entire game. Press **Y** to defend the home team's goal or **B** to defend the visiting team's goal.

RECEIVING THE KICK

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing the control pad.

Press the control pad in the direction you want the player with the star to move.

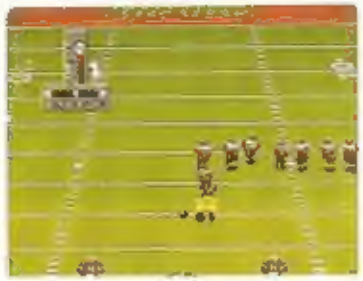
KICKING

Kick Meter

The following kicking instructions apply to kickoffs, punts, and field goals.

1. Press **B** to snap the ball and start the strength meter moving upward.
2. To aim the kick, Control Pad **LEFT/RIGHT** after you press **B**.
3. Press **B** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball will travel.

Onside Kick



Onside Kick Formation

1. Press **A** to call an audible, then press **Y** to set up onside right formation or press **A** to set onside left formation. (If you change your mind and want to return to the normal kickoff formation, press **A** and then **B**.)
2. Press **B** to start the kick meter.
3. Press **B** again immediately while pressing the control pad **LEFT/RIGHT**.

OFFENSE COORDINATION

Bill Walsh College Football allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold.

- To Call a Play: Control Pad **UP/DOWN/LEFT/RIGHT**, then press the button corresponding to the letter of the play.

OFFENSIVE AUDIBLES

A fake snap might draw the defense offsides: Press **X**
The snap starts the play: Press **B**
An audible changes the play at the line: Press **A**

The following are the default audibles. *Turn to* Set Audibles *on p. 22 to learn more about setting your own audibles.*
Hail Mary (Shotgun): Press **A**
Cross Pass (Pro): Press **B**
Fullback Counter (Pro): Press **Y**

RUNNING

The handoff on a running play is automatic. You take control after the handoff.

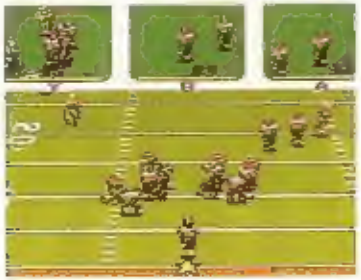
On pitch plays you must press **B** to pitch the ball to the back.

The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the control pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Pitch to back: Press **B**
Dive : Press **Y**
Spin: Press **A**
"Umph": Press **B**
Hurdle: Press **X**

PASSING

There are three receivers for every passing play, represented by the **Y**, **A** and **B**, buttons. Pass to a receiver by pressing the corresponding button.



Passing Windows

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the control pad. You can let the computer execute the play or you can press the button that matches the window of the intended receiver. If you move the quarterback out of the pocket or off his designed roll-out by pressing the control pad in any direction, the computer will no longer execute the play. Then it's up to you to press **B** to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross.

Press **B** to switch control to the intended receiver, then use the control pad to guide the receiver to the spot if he's not already there. Also, you can press **X** to raise the receiver's hands. This increases the chance of catching the ball.

- Reach for the ball: Press **X**

BROKEN PASSING PLAYS

If you press the control pad (i.e., take control of the quarterback) before the passing windows pop up, the passing windows will not appear automatically.

- Show passing windows: Press **B**

NO HUDDLE OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage:

- Press **A** right after the whistle.

You can also run a "Stop Clock" play where the quarterback throws the ball into the ground to stop the clock. This is useful when you're out of timeouts and you have an extra down to play with.

- Run a "Stop Clock" play: Press **Y**

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. If you don't choose a defense, your team runs the defense it ran the previous play. (See page 33 for a description of each formation.)

After calling a defensive play, you can select the man you want to control by pressing **B** or **X** until the star appears under that player.

Dive: Press **Y**
Power Tackle: Press **A**
Control player closest to ball: Press **B**
Raise Hands to break up pass: Press **X**

TWO PLAYER—TEAMMATES

When playing in the *Teammates* mode, the player with controller 1 controls the man on the YELLOW star. The player with controller 2 controls the player on the BLUE star. On offense, the player with controller 1 "is" the quarterback and is responsible for calling the plays and snapping the ball.

When playing with the Super Multitap:

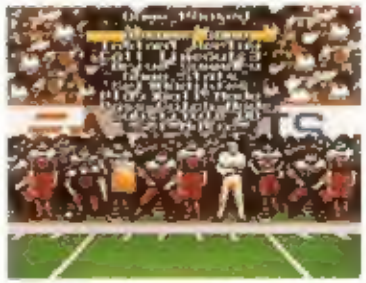
Player #	Color of Star
Player 1	Yellow
Player 2	Blue
Player 3	White
Player 4	Green
Player 5	Gray

The player with controller 2 may use the **B** button to take control of any of the other players on the field. In most cases, the control 2 player will choose to act as either a running back or a pass receiver, but some people might like to play on the line.

On passing plays, the player with controller 2 can press **B** to become the intended receiver after the quarterback passes the ball. On running plays, the player with controller 2 must move the blue star to the proper running back before the ball is snapped in order to control the ball carrier. Otherwise, controller 1 automatically controls the ball carrier.

On defense, the player with controller 1 calls the defensive plays. Press **B** or **X** to cycle through the defensive players.

THE PAUSE SCREEN



The Pause Screen

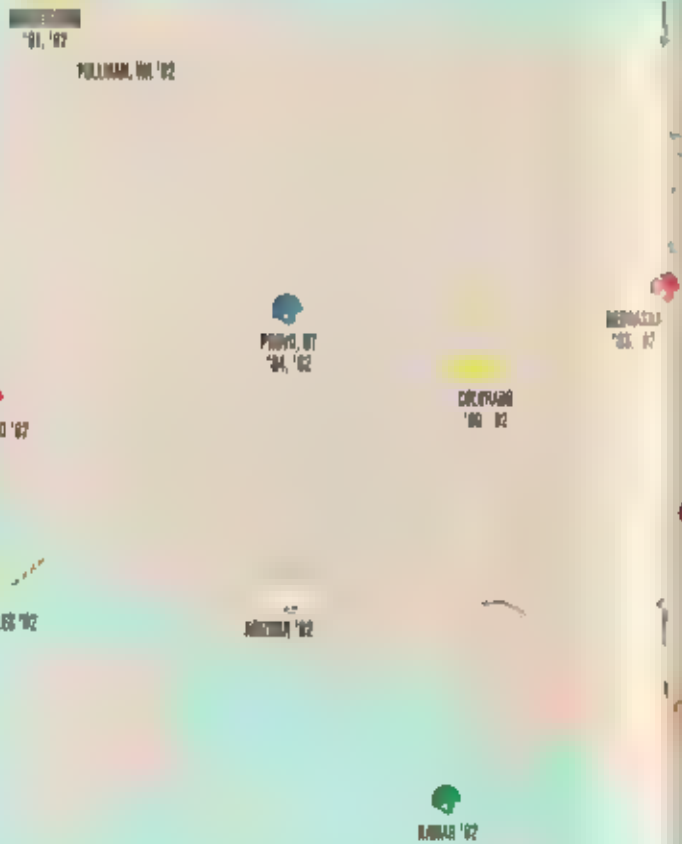
When you press **START**, the action stops and the Pause Screen appears. You can perform a number of options from this screen.

- To select an option from the Pause Screen: Press any button.

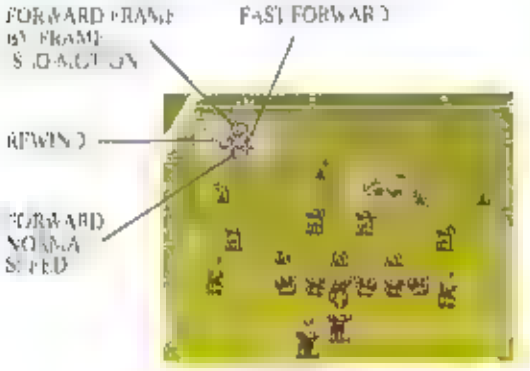
RESUME GAME

Return to the action on the field.

BILL WALSH COLLEGE FOOTBALL TEAMS



INSTANT REPLAY



Instant Replay

Ron Barr and the EA Sports crew provide an [illegible] instant replay from two different angles: Normal and Reverse. At any time during the game you can review the play that was just run as many times as you want.

- To Access Instant replay

1) Press **START** to pause the game
2) Control Pad **DOWN** to highlight Instant Replay, then press any button
3) Follow the VCR like control instructions at the left corner of the screen to operate the replay camera

Press **Y**: Rewind
Press **X**: Replay Frame by Frame
Press **B**: Replay at Normal Speed
Press **A**: Fast Forward
Press **START**: Stop Replay, Resume Game
Press Button **LEFT/RIGHT**: Rotate Field

If you wish to isolate a particular player or a particular portion of the field, use the Control Pad to position the yellow box over the player or portion of the field you want to isolate, then follow the above instructions.

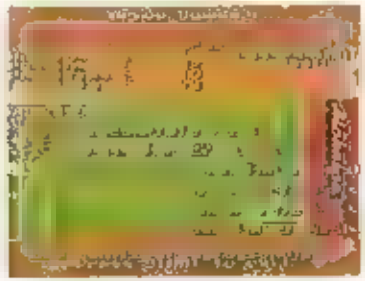
TIMEOUTS

Each team is allowed 3 per half

1) Press **START** to pause the game
2) Control Pad **DOWN** to CALL TIMEOUT, then press any button

The Playbook screen appears, and the playclock is reset to 25 seconds.

DRIVE SUMMARY

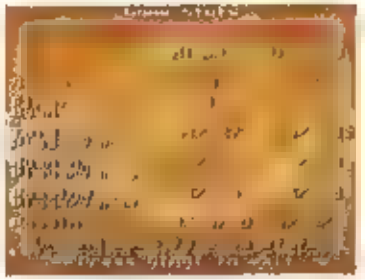


Drive Summary

The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

NOTE: IF YOU DON'T SEE EVERY PLAY YOU RAN DURING A DRIVE, CONTROL PAD **UP/DOWN/LEFT/RIGHT** TO SCROLL THROUGH THE ENTIRE DRIVE SUMMARY.

GAME STATS



Game Stats

To view the Statistics for a game:

1) Press **START** to pause the game
2) Control Pad **DOWN** to GAME STATS
3) Press any button
4) Control Pad **LEFT/RIGHT** to view individual stats

SET AUDIBLES

You can program up to three offensive audibles and three defensive audibles at any time between plays or whenever you're at the pause game screen.

- To Set Audibles

1. From the Pause Game screen, Control Pad **UP/DOWN** to highlight SET AUDIBLES, then press any button.

   The SET AUDIBLES screen appears.
2. Control Pad **UP/DOWN** to highlight the letter corresponding to the button of your choice, then press any button.
3. Control Pad **UP/DOWN** to highlight the formation of your choice, then press the button corresponding to the formation and play you want to set.

The SET AUDIBLES screen appears. Press **START** to return to the PAUSE GAME screen.

PLAY CALL MODE

Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

- To Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:

1) Control Pad **DOWN** to *Play Call Mode*
2) Press any button. The Play Call Selection screen appears.
3) Control Pad **UP/DOWN** to highlight the option of your choice.
4) Press any button. Your selection is made and you return to the previous screen.

- To Call a play in Bluff Mode:

1) Control Pad **UP/DOWN/LEFT/RIGHT** to move the box over the play you wish to call, then press **B**.
2) To bluff the call, Control Pad **UP/DOWN/LEFT/RIGHT**, then press **X** or **Y**.

You can change your play after you bluff by highlighting another play and pressing **B**.

3) After you have selected a play, press **A** to exit the Play Call screen.

NOTE: *Direct Mode* is the DEFAULT MODE.

PASS CATCH MODE

In both *Auto Catch Mode On* or *Auto Catch Mode Off* the spot where the pass has been aimed is highlighted with a target.

In *Auto Catch Mode On*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Auto Catch Mode Off* you don't assume control of the intended receiver until the passed ball reaches its apex. Then you must use the control pad to guide the receiver to the target.

- To Select Pass Catch Mode from the Pregame screen or the Pause screen:

1) Control Pad **DOWN** to Pass Catch Mode
2) Press any button
3) Control Pad **UP/DOWN** to select *Auto Catch Mode* or *Auto Catch Mode Off*
4) Press any button. Your selection is made, and you return to the previous screen.

(Remember, when you take control of the quarterback, you must first press **B** to bring up the passing windows, then you must press **A**, **B** or **Y** to pass the ball to the appropriate receiver.)

NOTE: *Auto Catch Mode On* IS THE DEFAULT MODE

SUBSTITUTE QB

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

- To replace your quarterback:

1) Press **START** to pause the game, then Control Pad **DOWN** to SUBSTITUTE QB.

2) Press any button. Your quarterback is substituted, and you return to the playcalling screen.

SET MUSIC

Music is available at startup and when the game is paused. Turn it up or turn it off, it's your decision.

EA SPORTS TICKER

Check in on other scores around the country. The EA Sports ticker is continually updated to bring you the most recent fate-breaking scores.

PLAYING A FULL SEASON

Now for the first time you can play a full 11-game season with 24 teams from 1992. You can even play every game in the entire season and play it. Each week simply select the game or games you want to play. Then go [illegible] a time. BILL WALSH COLLEGE FOOTBALL keeps a [illegible] games and provides you with up-to-the-minute conference standings.

- To Play a Full Season: From the Game SetUp screen, Control Pad **LEFT/RIGHT** to NEW SEASON, then press **START**.

The College Football Schedule for Week #1 appears.

- To Play a game: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of Week #1's games as you want. If you want to advance to Week #2 without playing any games, press **START**. All scores and records are updated, and the schedule for Week #2 appears.

If you don't like the matchup you see, press **SELECT**. A new SCHEDULE FOR WEEK #1 appears.

Viewing Team Schedules

From the Schedule screen you can check out each team's schedule for current standings for each conference, and the password you need to save your season in progress.

- To View a team's schedule: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup whose schedule you want to view, then press **Y**.

The Team Schedule for the *top* team appears. You can view the Team Schedules for any team on the top team's schedule.

- To view the Team Schedule for another team: Control Pad **UP/DOWN** to highlight the team of your choice, then press **B**.

The Team Schedule for that team appears. To return to the Weekly Schedule screen, press **START**.

- To View results from previous weeks or to get a preview of upcoming games: Button **LEFT/RIGHT**.

Viewing Conference Standings

- To View Conference Standings: Press **A**.

The standings for the Eastern Conference appears. To view the standings of the Western Conference: Control Pad **LEFT/RIGHT**. To return to the Weekly Schedule screen, press **START**.

Saving a Season

The Password lets you save and remember seasons in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: Press **X**. The Current Password appears. Press **START** to return to the Weekly Schedule screen.

To learn how to restore a season in progress, turn to Restoring Season or Playoff Standings *on p. 30.*

When you have selected the game(s) you want to play, press **START**.

The PLAY OPTIONS screen appears. Choose the quarter length, then press **START**.

The PLAYER SELECT screen appears. Choose teams now.

The SCOUTING REPORT appears. You play a season game the same way you play a regular game.

After a Season Game

After a Season Game, the schedule for the next week appears.

ENTERING THE PLAYOFFS

BILL WALSH COLLEGE FOOTBALL features two types of playoffs: one featuring the 1992 teams and one featuring the best teams since 1978. Both types of playoffs work the same way.

- To Enter the Playoffs: From the GAME SETUP screen, highlight GAME TYPE. Control Pad **LEFT/RIGHT** to highlight Playoffs or All Time Playoffs.

- To Select a team: Remember, you can play with any team.)

1. Control Pad **DOWN** to highlight the Home or Visiting team.
2. Control Pad **LEFT/RIGHT** until the team of your choice appears.

3. When you're ready to go, press **START**.

The Round 1 Schedule screen appears.

- To Select a matchup: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears [illegible] chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many games as you want, or you can advance to the next round without playing any games.

When you've selected the game(s) you want to play, press **START**. The PLAYOFF TREE appears.

Playoff Tree

Control Pad **LEFT/RIGHT** to scroll the Playoff Tree.

When you're ready to move on, Press **START**. The PLAY OPTIONS screen appears.

Set up the quarter length as you would any other game, then press **START**.

The PLAYER SELECT screen appears. Choose teams now, then press **START**.

The TEAM MATCHUP screen appears. Proceed as you would with any other game.

Saving the Playoffs

The Password lets you save a season in progress. Copy the [illegible] and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: Press X. The Current Password appears. Press **START** to return to the Week 1 Schedule screen.

To learn how to restore the playoffs-in-progress, see Restoring Season *or* Playoff Standings *below.*

When you have selected the game(s) you want to play, press **START**. The Playoff Tree appears.

Press START. The PLAY OPTIONS screen appears. Choose the quarter length and the weather, then press **START**.

The PLAYER SELECT screen appears. Choose teams now, then press **START**.

The TEAM MATCHUP screen appears. You play a Playoff game the same way you play a regular game.

After a Playoff Game

After a Playoff Game, Bill Walsh gives a post-game review, and the ROUND 2 PLAYOFFS screen appears. Select your game(s) as before, then press **START** to advance to the Playoff Tree.

RESTORING SEASON AND PLAYOFF STANDINGS

BILL WALSH COLLEGE FOOTBALL saves any number of seasons-in-progress or playoffs-in-progress.

- To restore a season or a playoff:

1) From the Game Setup menu, highlight GAME.

2) Control Pad **LEFT/RIGHT** to highlight RESTORE PASSWORD, then press **START**.

The RESTORE SEASON screen appears.

Restore Season

3) Press the Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the first character of your password, then press **B** to select the character.

(If you make a mistake, press **A** to erase the character[s].) Repeat until you have completely entered your password, then press **START**.

OFFENSIVE FORMATIONS

Below is a list of the available formations. Each team has two of the first four formations in its playbook:

- Trap Option
- Wishbone
- I Formation
- Flexbone
- Pro Formation
- Near
- Far
- Shotgun
- Goal line
- Special Teams

OFFENSIVE PLAYS

FLOOD
One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT
You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL
In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP
Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was when he was standing up.

COUNTER
A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN
A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

PLAYACTION
Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

DRAW
The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS
Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS
Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.

POST UP
Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

STOP CLOCK
Here the quarterback simply spikes the ball into the ground.

DEFENSIVE FORMATIONS

4-3
Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.

3-4
Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

NICKEL
Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME
When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

GOAL LINE
A good line up for stuffing the short run and goal line defense.

CREDITS

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Pictured (from left to right): Scott Patterson, Greg Thomas, John Schappert, Bill Stanton, Matthew Crysdale.

ABOUT THE ARTISTS

Founded in May, 1988, Visual Concepts was created with the goal of bringing video game development to new heights. Consisting of a talented staff of twenty-six employees, Visual Concepts strives to create great video games through innovative design and technical excellence.

John Schappert, the programming force behind this product, is the programmer responsible for the Super NES versions of *Madden NFL '94* and *Desert Strike*. He began programming over a decade ago, when he got his first computer.

Matthew Crysdale, Art Director and lead artist for this product, is a veteran in the video game industry getting his start with the Apple II. He is an avid video game player, his current favorite being *The Legend of Zelda*.

John and Matt look forward to creating more exciting games in the future.